

Abstract

5 A computerized gaming system has an audio module operable to play audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising representation of the physical location of a game element presented on a video screen by variation in at least one of pitch, instrument, rhythm, volume, echo, phase, and location-specific sounds. The gaming system further comprises a gaming module, which includes a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered.

10